AIR TRAX

   AIR TRAX is a real-time computer simulation/game in which the player
assumes the combined air traffic responsibilities of an airport tower
controller and a Federal Aviation Administration (FAA) inter-airport air-
flight coordinator.  The assigned airspace is a 20 mile by 20 mile area
that includes one or more airports and runways, depending on the level
of difficulty achieved.  The player begins in an entry level air traffic
controller position at a low traffic density location (Raleigh-Durham)
with well defined flight schedules.  Successful performance is rewarded
with salary increases, bonuses, and advancement to more demanding locations,
featuring high density traffic and variable flight schedules.  The ultimate
success, of course, is to reach and then master the world's busiest air-
port, O'Hare in Chicago.  Player responsibilities include:  (a) Maintaining
a three mile separation between all traffic at the same altitude, (b)
Directing incoming traffic approach and safe landing at designated runways,
(c) Commanding traffic take-off and exit from the airspace at the proper
coordinates, heading, and altitude, (d) Coordinating transiting traffic
safely through the airspace, and (e) Performing all of the above functions
under assigned fuel (i.e., time) constraints.

   Air Trax is a natural to hold the attention of more sophisticated
players who are not satisfied with fancy graphics and hand-eye coordination
games.

   Features include:  professional user-friendly documentation, six
game speeds, game hold/help, small craft, jumbo jets, supersonic transports,
and 26 airport/traffic pattern combinations (both fixed and random) ranging
from simple to impossible, including one you can design yourself.  (List
$44.95)

   Requires:  48K, one disk, PC-DOS 1.1 or 2.0, color or monochrome
monitor, graphics board not required

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